

# **SUPER MARIO BROS.™**

**INSTRUCTION BOOKLET**



*Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.*



**Thank you for selecting the Nintendo® Entertainment System™ Super Mario Bros.™ Pak.**

## **OBJECT OF THE GAME/GAME DESCRIPTION**

**One day the kingdom of the peaceful mushroom people was invaded by the Koopa, a tribe of turtles famous for their black magic. The quiet, peace-loving Mushroom People were turned into mere stones, bricks and even field horse-hair plants, and the Mushroom Kingdom fell into ruin.**

**The only one who can undo the magic spell on the Mushroom People and return them to their normal selves is the Princess Toadstool, the daughter of the Mushroom King. Unfortunately, she is presently in the hands of the great Koopa turtle king.**

**Mario, the hero of the story (maybe) hears about the Mushroom People's plight and sets out on a quest to free the Mushroom Princess from the evil Koopa and restore the fallen kingdom of the Mushroom People.**

**You are Mario! It's up to you to save the Mushroom People from the black magic of the Koopa!**

**Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.**

# 1. PRECAUTIONS

- 1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

**Note:** In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

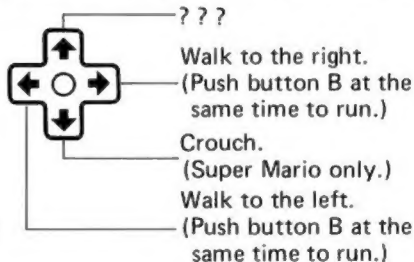
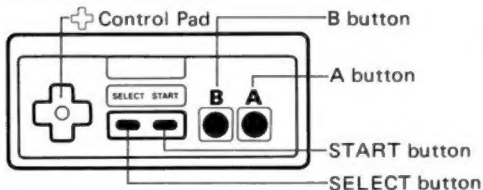
This game has been programmed to take advantage of the full screen.  
some older model T.V.s have rounded screens and may block out a portion of the image.

## 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1/ Controller 2 \*Controller 1 – for 1 player game

\*Controller 2 – for second player in 2 player game

+ Control pad  
moves Mario (Luigi):



## A button

**Jump** ..... Mario (Luigi) jumps higher if you hold the button down longer.

**&**

**Swim** ..... When you're in the water, each press of this button makes you bob up.

\*Don't get too lazy about swimming or you'll get pulled under by the whirlpool at the bottom of the screen.

## B button

**Accelerate** ... Press this button to speed up, then jump and you can go all the higher.

**&**

**Fireballs** ..... After you pick up the fire flower, you can use this button to throw fireballs.

## SELECT button



Use this button to move the mushroom mark to the game you wish to play.

## START button

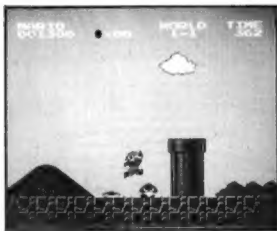
Press this button to begin.

### Pause:

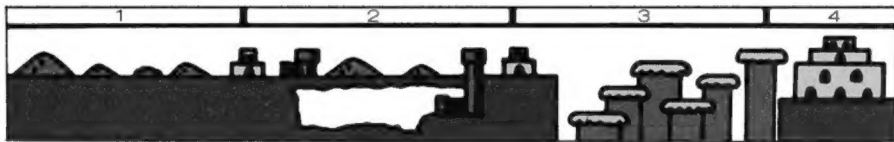
If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

\*The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

## 3. HOW TO PLAY



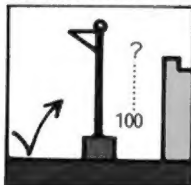
As this game proceeds the screen gradually advances to the right. The Mushroom Kingdom is made up of a number of worlds, and each world is divided into 4 areas. The fourth area of each world ends in a big castle. The Princess, as well as her mushroom retainers, are being held in one of the castles by the turtle tribe. In order to rescue the Princess, Mario has to make it to the castle at the end of each world within the given time. Along the way are mountains, pits, sea, turtle soldiers, and a host of traps and riddles. Whether or not you can make it to the last castle and free the Princess depends on you. You're going to need sharp wits and lightning reflexes to complete this quest!



## Starting position and time progress

- At the beginning of the round, play starts from the beginning of the area; however, once Mario gets about halfway through an area, he doesn't have to go all the way back to the beginning after getting done in by one of the bad guys.  
\*When you get to the last castle, you start the game over from the castle entrance.
- When play starts, the clock in the upper right of the screen starts ticking away. Any time left on the clock when you get to the end of each area is added to your score as bonus points.  
\*There is no remaining-time bonus when you get to the very last castle.

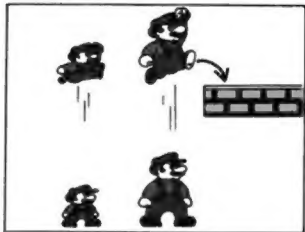
## Finish Area




- At the end of each area there is a small castle, but before you get to the castle you have to go up a big staircase and jump onto a flagpole. The higher you jump onto the flagpole, the higher the bonus you receive.



## Pointers

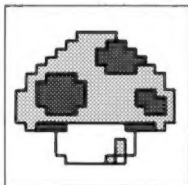


**Jumping .....**Mario and Super Mario both jump the same height.

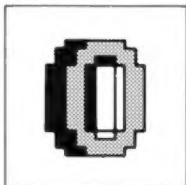
- The height Mario jumps depends on how long you hold the A button down.
- You can use the  control pad to make Mario hook to the left or right even in mid-air!
- Pushing the B button makes Mario speed up, and when Mario is speeded up he can jump higher.

## Bonus Prizes

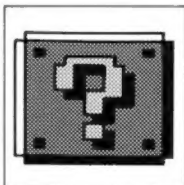
- If Mario picks up 1 up mushroom, he gets an extra life.
- If Mario picks up 100 coins, he gets an extra life.
- In addition, there are other ways to get an extra Mario.



1 up Mushroom



Coin



?



?



# Mario, Super Mario, Invincible Mario, etc.



## Mario's Friends

If you come across mushrooms who have been turned into bricks or made invisible, they reward you by giving you a power boost. With each boost Mario changes into a different, more powerful Mario, as shown below.



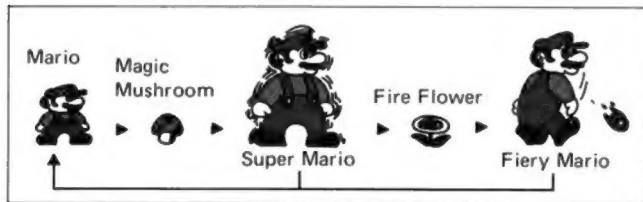
Magic Mushroom



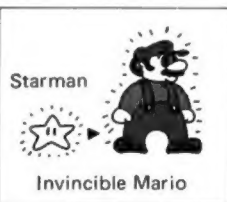
Fire Flower



Starman



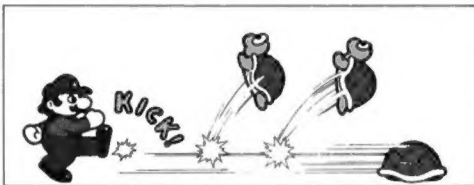
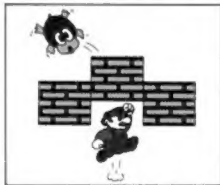
(return to regular Mario when bumped into by a bad guy)




- \* When Super Mario or Fiery Mario are bumped into by a bad guy, they don't die but simply return to their old regular-Mario selves.
- \* For a short while after turning back into his regular-Mario self, Mario flickers. During this time, he can not be killed by bad guys (he's invincible).

## How to topple the Turtle Tribe

- Bad guys on top of the bricks can be taken care of by punching from below. Bad guys on the ground can be done in by jumping on top of them. If you bump into an enemy from the side or from below, you die.
- \* When in the water, no matter what direction you hit the bad guys from you die.



- If you stomp on a Koopa Troopa, he becomes  and stays motionless for a while. During that time, you can kick him and send him flying to knock down other enemies.
- When Mario has fireballs, use the B button to throw them and fry the enemy.
- Some bad guys can't be killed. Look out for these immortal creeps!
- The points you get depend on how you kill the enemy. Try a few different methods to see which gives you the most points.

## **Beware! The following are deadly:**

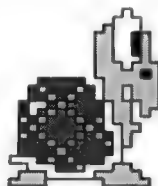
- Bumping into members of the Turtle Tribe and other baddies. Walking into flames.
- When you bump into a ♀ you had once kicked.
  - \* However, Super Mario turns into regular Mario and the game continues at that spot.
- When you fall into a pit or get sucked down a drain.
- Time runs out.

**Little Goomba**



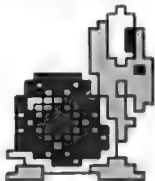
A mushroom who betrayed the Mushroom Kingdom.  
One stomp and he dies . . . . . 100 PTS.

**Koopa Troopa (green)**



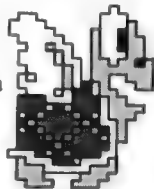
Soldier of the Turtle Empire, his orders are to find and destroy Mario. Jump on him and he stops moving for a while.  
. . . . . 100 PTS.

**Koopa Troopa  
(red)**



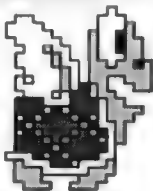
This turtle is chicken! Very timid, he gets scared easily and runs back and forth a lot. Jump on him and he stops moving for a while.. . . .100 PTS.

**Koopa Paratroopa  
(green)**



A bit out of control, he wings around aimlessly and comes at you all of a sudden. Stomp on him and he loses his wings. . . . .400 PTS.

**Koopa Paratroopa  
(red)**



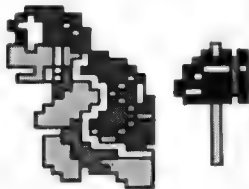
This turtle is under control, but likes to take it easy. Stomp on him and he loses his wings.. . . .400 PTS.

**Buzzy Beetle**



Quite the toughy, fireballs don't even faze him.. . . .100 PTS.

## The Hammer Brothers



These wily twin-brother turtles come at you throwing hammers. . . . . 1000 PTS.

## Spiny



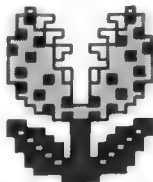
Lakitu's pet, but a wild fighter. You can't kill him by jumping on top of him . . . . . 200 PTS.

## Lakitu



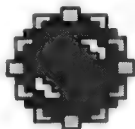
The mysterious turtle who controls the clouds. He chases after Mario and drops Spiny's eggs on top of him. . . . . 200 PTS.

## Pirana plants



Man-eating plants that live in the flower-pots. They show their faces quickly and without warning, so watch out! You can't kill them by jumping on top of them . . . . . 200 PTS.

**Spiny's eggs**



Eggs of the turtle Spiny, pet of Lakitu. You can't destroy them by jumping on them. . . . .200PTS.

**Cheep-cheep**



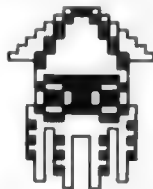
Usually found in the water, but also sprouts wings and flies so you have to be careful in the air too. Can't be killed from above while she's in the water. . .200 PTS.

**Bullet Bill**



Chases after Mario slowly but steadily. You can kill him by jumping onto him from above. . . . .200PTS.

**Bloober**



Chases stubbornly after Mario; a guy to look out for. You can't kill him by jumping on top of him.. . . .200 PTS.

**Podoboo**



Protector of the great sorcerer Koopa king, he comes flying out of the lake of fire inside the Koopa king's castle.

**Mushroom retainers**



Seven Mushrooms who originally served in the court of Princess Toadstool, but are now under the spell of the evil Koopa king.

**Princess Toadstool**



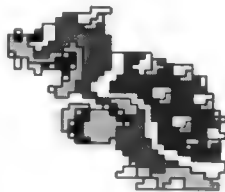
Princess of the Mushroom Kingdom, she is the only one who can break the spell of the evil Koopa king.

**Jumping board**



If Mario jumps onto it, it goes up and down. Pushing the A button when the jumping board is all the way up makes Mario jump superhigh.

**Bowser,  
King of the Koopa**



The sorcerer king holding Princess Toadstool captive in the last castle. He comes at you spitting fire. There are several ways to kill him, but you only get points if you use fireballs.  
..... ??? PTS.






# ***SUPER MARIO BROS.***



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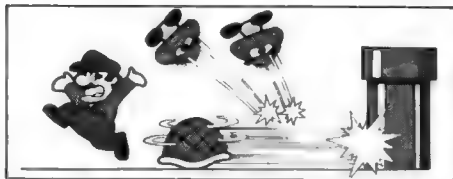
## ***Secret Tricks***







## **Bulldozer attack**

- Kick one of the  and then run right behind it (use the B button) and your path will be cleared for you as your enemies are sent flying.

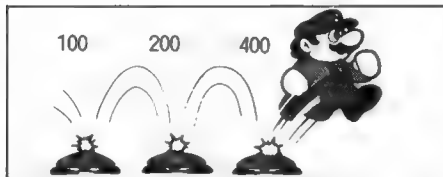
\* Just look out for ricochets. If the  runs into a , your attack will backfire and you'd better move fast to keep from getting swept off yourself.



- If you want to get a lot of points, be sure not to leave any enemies alive behind you, since the more enemies you kill the more new ones appear. Especially, when using the “bulldozer attack,” make sure all the enemies on the screen are wiped out before continuing to the right.
- Because the screen moves from left to right, there are enemies off the edge of the screen that can't be seen. You can't kill enemies you can't see by sending a  off the screen after them. Why not? Maybe they jump over the enemy when Mario isn't looking . . . !  
Strangely enough, however, if a kicked  bumps into a  off the screen, it comes ricocheting back at Mario. If you hear the sound of a ricochet, jump right away so you'll be ready when it comes flying back onto the screen.
- When a  comes ricocheting back at you, it's possible (for a real pro, that is) to stomp on the turtle one more time and stop it.
- There are plenty of other tricks — see if you can discover them on your own.

## Chain-reaction techniques

- Use the old "Domino Effect" (ask your parents) to wipe out a bunch of bad guys one after the other to get high points.
- Each coin you grab is worth 200 points. If you collect 100 coins, besides the points for the coins you also get an extra Mario. Without a doubt, a lot of coins are tucked away somewhere . . . (why do ya' suppose this is under "Chain-reaction Techniques?").



## Top Secret

- \* You get 50 points for each brick you smash . . . try punching lots of different places.
- \* There are several different ways to get an extra Mario . . . try to figure them out for yourself.
- \* At the end of an area (after you jump onto the flagpole), fireworks may go off, and for each explosion you get 500 points. The reason the fireworks go off is a secret; see if you can figure it out.

## ***COMPLIANCE WITH FCC REGULATIONS***

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

## MEMO

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 104



## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

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This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for \$10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

### WARRANTY LIMITATIONS:

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